

The background of the entire cover is a dynamic space battle scene. A large, detailed spaceship with a blue and white striped tail is in the lower right, firing yellow energy blasts. Another smaller ship is visible in the upper left. The scene is filled with asteroids, stars, and a large planet in the background. The title 'STAR BATTLE' is prominently displayed in the upper right quadrant.

STAR BATTLE

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 **commodore**
COMPUTER


STAR BATTLE

Instructions for use

SETTING UP

Read all instructions carefully— Check you have followed the correct procedure for setting up the VIC and inserting this cartridge.

Once you have plugged in this cartridge and turned on the VIC you may find the picture is offset to the left of your TV screen.


To centre the picture use the  key. Each time you press this key the image will move across the screen to the right. Keep pressing this key until you are satisfied the image is centred within your screen.

OBJECTIVE

An alien attack force is trying to invade your star system. Your objective is to defend your star ship from the invaders by using your laser cannon. The game is over when all three star ships at your disposal have been destroyed.

HOW TO START THE GAME

Pressing the  function key allows for one person to play. If two players wish to play then press function key

 . This key allows the two players to play their game alternately. Both function keys are located at the extreme right hand side of the keyboard. Don't forget to turn up the volume on your TV set.

HOW TO MANOEUVRE THE STAR SHIP AND LASER

To move across the screen from left to right and also to fire the star ship laser gun, simply press the following keys.



moves star ship left



moves star ship right



fires star ship laser.

If you have a Commodore joystick, this can also be used to manoeuvre and fire the star ship laser.

HOW TO SCORE POINTS

Every time an alien space ship is destroyed, points are scored. If alien space ships are destroyed while in the convoy position the points scored are as follows:—

		60 points
RED		50 points
PINK		40 points
BLUE		30 points

If alien space craft are destroyed while peeling off from formation, to dive bomb your star ship, the points scored are doubled. The alien mother ships, coloured yellow, and situated at the top of the screen are worth from 150-800 points if destroyed while breaking away from formation. The actual score is shown at the point, where the mother ship was destroyed. Don't forget to avoid both the bombs and attacking alien space craft, as they will destroy your star ships.

In the event of you scoring 5,000 points or more you are awarded a bonus star ship.

Each time you successfully clear the screen of alien invaders the level of difficulty increases as shown by the play level at the bottom of the screen. The higher your score the more difficult the game becomes.